#### IDAHO BOARD OF MORTICIANS

Bureau of Occupational Licenses 700 West State Street, P.O. Box 83720 Boise, ID 83720-0063

#### Conference Call Minutes of 5/23/2019

BOARD MEMBERS PRESENT: Craig L Geary - Chair

Steve Gordon

**BOARD MEMBERS ABSENT:** James R. Sommer

BUREAU STAFF: Julie Eavenson, Administrative Support Manager

Nicholas Krema, General Counsel Rob McQuade, Legal Counsel

Dicsie Gullick, Management Assistant

The meeting was called to order at 3:03 PM MDT by Craig L Geary.

#### **APPROVAL OF MINUTES**

Mr. Gordon made a motion to approve the minutes of April 1, 2019. It was seconded by Mr. Geary. Motion carried.

#### LEGISLATIVE REPORT

Mr. McQuade presented a legislative update. He explained the changes which will be made to the Board's applications and website for applicants who are active duty military, veterans, and their spouses as a result of H248 being signed into law. He updated the Board on the status of its administrative rules and the procedure by which those will remain in effect after June 30.

### PROPOSED LAWS AND RULES

Mr. McQuade discussed with the Board the Board of Cemeterians that was created by Idaho Code §54-3801. The Board gave what historical information they knew of the Board, which has never had any appointed members. Mr. McQuade told the Board that there will be a more thorough discussion at the meeting on July 9.

#### **OLD BUSINESS**

The Board reviewed the To Do List and no action was taken.

#### **NEW BUSINESS**

### **CORRESPONDENCE**

The Board reviewed	correspondence from	the Committee on	Accreditation	regarding
actions taken by the	Committee. No action	n was taken.		

# **APPLICATIONS**

Mr. Gordon made a motion to approve the following for licensure pending inspection:

901148612

It was seconded by Mr. Geary. Motion carried.

# **ADJOURNMENT**

Mr.	Gordon	made a	motion to	o adjourn	the mee	eting at	3:21	PM M	DT. It	was s	econde
by	Mr. Gea	ry. Motic	n carried								

Craig L Geary, Chair	James R. Sommer		
Steve Gordon	Kelley Packer, Bureau Chief		